STRIKER PRO 2000

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WHAT IS UEFA?

Striker Pro 2000 is endorsed by The Union of European Football Associations (UEFA).

UEFA was founded in Basle, Switzerland on June 15, 1954, and since then it has grown into the cornerstone of the game in Europe. UEFA is the parent body for European soccer and is one of the six continental confederations of FIFA, world soccer's governing body. Working and acting on behalf of Europe's national associations, UEFA promotes and strengthens soccer's position as the most popular sport in the world.

UEFA has several objectives as a FIFA confederation. It's intention is to foster a spirit of unity and solidarity among the members of Europe's soccer communities, from the teams and their stars to the millions who play as a hobby. Another UEFA responsibility is to organize and stage European competitions for clubs and national teams. In total, 13 competitions are currently organized by UEFA: 9 for National teams and 4 for Club teams. UEFA additionally administers the competitions and draws up appropriate regulations.

Beyond competitions, the organization strives to encourage the ideal of sportsmanship and Fair Play not only on the field, but among the millions of spectators as well. It is at the forefront to improve safety and security at soccer matches and also contributes to humanitarian causes such as disaster relief and anti-personnel mine campaigns.

STARTING THE GAME

⚽ Set up your PlayStation® in accordance with the instruction manual supplied with the Console.

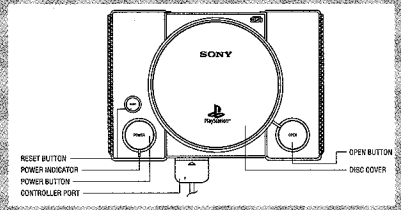
⚽ Open the Disc cover and place the disc "Striker Pro 2000" into the Console.

⚽ Close the Disc cover and press the POWER button.

WARNING

⚽ Do not insert or remove Memory Cards or other peripherals once the power is turned on.

⚽ A Controller must always be inserted into Controller port 1 in the Console.



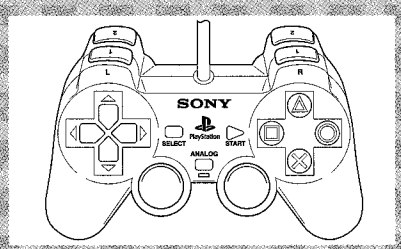
Please note : If you use a Multi Tap, you need to connect at least one Controller into Controller port 1.

⚽ Make sure there are enough free blocks on your Memory Card before you start. 1 free block is required to save a Configuration. 2 free blocks are required to save a game.

TITLE MENU

USING THE MENUS

On all menu screens, use the Up and Down directional buttons to move between the different options on each screen and the ⊗ button to select your choice.



Some of the options may not be available to you at the beginning. These appear greyed-out.
The other menu screens have the same navigation system except you can also use the ▢ button to select your choice.

When you want to move to the next screen, move the directional button down to the right arrow icon and press the ⊗ button, or press the START button once. To return to the previous screen, press the △ button or highlight the left arrow icon and press the ⊗ button.

In all menu screens (except the main title screen), button functions appear on the bottom right of the screen.

FRIENDLY
The friendly game allows up to four players to take part in a single match. When the game is over, players are given detailed statistical information about the match, and may then play again or quit back to the main menu.

LOAD FRIENDLY
The preset Friendly structure allows you to define favorite Friendly games and options, then load them quickly from the first screen without having to go through the normal Friendly setup. These presets cannot be modified from within this menu structure; they must be defined and stored first from the 'Friendly Options' screen.

NEW COMPETITION
New competition - takes you to the competition menu.

Some of these competitions are not immediately available, and are only unlocked when you have successfully completed the certificates in the Training section.

LOAD COMPETITION
This allows you to load and continue a competition that you have previously saved onto a Memory Card.

TRAINING & CERTIFICATION
This takes you to the practice mode and the UEFA Certificate tests.

OPTIONS
This allows you to adjust various game settings.

PLAYING THE GAME

SELECT TEAMS
Use the directional buttons to highlight the team of your choice and press the ⊗ button to select. Each team's attributes are displayed in the top right corner by a series of highlighted stars. You may select both teams manually. Select your team (by pressing the ⊗ button) and let the CPU choose your opponent at random by pressing first the START button then the ⊗ button. You can have both teams selected by the CPU by pressing first the START button then the ⊗ button.

GAME OPTIONS
Define settings for the match environment. In some competitions, the environment is already established and you cannot change it.

⚽ Weather
Fine - Rain - Snow - Random.

⚽ Lighting
Day - Night - Random

⚽ Extra Time
None - the match is over even if drawn.
Extra Time - if the score is level at full time, extra time will be played.
Penalties - if the score is level at full time, the match is decided by penalties.
Golden Goal - if the score is level at full time, extra time will be played. The first team to score in this period is the winner and the match immediately ends.
Extra time and Penalties - if the score is level after extra time, the match is decided by penalties.
Golden Goal and Penalties - if neither team scores in the extra time, the match is decided by penalties.

⚽ Camera Mode
Choose the orientation of the camera - Sideline, End View or Overhead.

⚽ Offside
Choose to play with or without the offside rule.

⚽ Duration
Sets the total duration of a match - 2, 5, 10 and 20 minutes.

⚽ Stadium
Choose the stadium or let it be random, not always available.

⚽ Camera Distance
Set the distance of the camera - 3 to 15m.

In the FRIENDLY Mode, you can save your settings by selecting the padlock icon with the directional button and press the ⊗ button.

LEAGUE STANDINGS

(League competitions only)
This screen shows you all the information for the standing of the teams in the League Competition and League-like Competitions. For all the competitions except League and Knockout, you can view the positions of the other groups in the competition by highlighting the group number and pressing the ⊗ button or the ▣ button.

NEXT MATCH

(Knockout competitions only)
This information screen shows you the draw and results for the Knockout competition.

ASSIGN CONTROLLER

In a multiplayer game this screen determines who will play which team. Use the Left and Right directional buttons to select your team. In a one-player League or Cup, you will only be able to play the first team you choose on the Select Teams screen. You can choose your controller configuration in the Options menu.

TEAM MANAGEMENT

Striker Pro 2000 is a quick and fast simulation game. Your victory will come essentially from your quick decisions, but several management options can help you to improve your performance. You decide the formation and strategy of your team and which players of your squad among 22 available will start the game.

FORMATION and STRATEGY

There are 7 formations each with several variants. You can check the players positioning on the pitch. When you are happy with your formation, you also can define your strategy and give more precise orders to your players.

SUBSTITUTION

If you want to change the starting eleven, use the directional button to highlight your chosen player and press the ⊗ button. Then highlight the player you wish to substitute in, and press the ⊗ button again. The starting 11 are in white text, the substitutes in green text. You can view each player's statistics screen by keeping the ◉ button pressed while he is highlighted.

Each player has his own attributes

- Speed
- Strength
- Accuracy
- Heading
- Shooting
- Fitness

Also, depending on the player position on the field (Goalkeeper, Defender, Midfielder or Forward), you will have specific statistics for each player like tackles, passes or shooting. Data will be updated each time you play a match in the same competition.

TEAM STATISTICS

(Competitions only)
This screen shows information about both teams' performance so far in the competition.

DURING THE MATCH

Press the START button to bring up the in-game menu. You can access four menu screens by highlighting the icons with the directional buttons. On each screen navigate between the options with the up and down directional buttons, and choose the settings with the left and right directional buttons. Press the START button again at any time to resume the match.

Main

The main screen acts as the pause screen, and also allows you to restart or abandon a friendly match, quit a competition or view a replay at any time. Here you can also enter the cheat codes from the Spot the Ball competitions.

Action Replay

Button	Description
✕	Toggle Camera Mode
▣	Pause Playback Tapping this button acts as a single frame advance feature
◉	Play
△	Quit Replay and resume match
⬅	Rewind/Review
➡	Fast Forward/Frame Advance

Match stats

Scroll up and down the statistics with the directional buttons. Here you can see each team's tally of goals, shots, shots on target, possession (as a %), territory (graphic and %), corners, offsides, fouls, yellow and red cards. This screen also appears at half time.

Options

This is a similar screen to the Options screen found at the start of the game. Here you can adjust audio volumes, camera distance and orientation and set replays to automatic or manual. You can choose whether or not to display the name of the player under your control, turn button popups on or off and turn Radar on or off.

Tactics

This is a similar screen to the Team Management screen displayed before every game. Here you can change your team's strategy and formation, as well as make substitutions. While the cursor is on any option, press the R2 button to access the substitution screen. When you have made your substitutions, press the R2 button to get back to the Tactics screen.

Substitution Screen

On the left side of the screen is the current team, with the substitutes displayed on the right. A box appears to the left of the menu screen with the players' attributes. The bars indicate each player's ability and also show his level of fatigue and injury. To make a substitution, press the ✕ button to select the player coming off, then move the cursor over his replacement and press the ✕ button again.

Note: The players' names will remain in their original positions. The substitution will not take place until the next stoppage of play. 3 substitutions are allowed in Competition and 5 in Friendly play.

END OF THE MATCH

Scroll up and down the statistics with the directional buttons. Here you can see each team's tally of goals, shots, shots on target, possession (as a %), territory (graphic and %), corners, offsides, fouls, yellow and red cards.

Note: In Friendly Mode, you will find more detailed statistics concerning the match:

- Games played
- Number of Won / Lost / Drawn
- Total goals
- Top Scorers
- Fastest goal
- Red / Yellow Cards
- Star player

This will clearly show who was the best so far between the two competitors. Press the ✕ button to play another round. Otherwise press the △ button to quit.

CONTROLS

Striker Pro 2000 is a game for all kinds of players. Beginners can start playing easily, but to be able to beat the best teams, you will need to master all the advanced control features.

BASIC IN-GAME CONTROLS

Button	With Ball
✕	Pass
□	(+ directional buttons) Shoot
○	Through ball
△	High Pass/Cross
R1	Sprint
R2	(+ directional buttons) Control (see page 11)
START	Menu
Button	**Without Ball**
✕	Stand-up Tackle in ball direction
□	Slide Tackle in ball direction
○	Stand-up Tackle in view direction
△	Tackle in player direction
R1	Sprint
R2	Closest player run to the ball
L1	Switch player
L2	(+ directional buttons) Goalkeeper Rush Out
START	Menu

ADVANCED CONTROLS - WITH BALL

Please Note: For SHOOT, PASS and HIGH PASS the longer you hold the button down the harder the player will attempt to kick the ball. How hard your

player actually kicks the ball depends on his shooting / strength ability and where he is positioned in relation to the ball.

⊗ button: Pass

PASS the ball to an area you are pointing. You take control of the closest player very early to direct him to the ball.
⚽ SHORT TAP will play a short ball along the pitch.
⚽ LONG PRESS will play the ball long through the air
⊗ + Opposite Direction will make a "backheel".

▢ button: Shoot

⚽ SHORT TAP will play a quick shot.
⚽ LONG PRESS will play a hard shot.
The harder the ball is kicked the less accurate the shot is.

Use the directional buttons to choose a direction. To make a high shot, when releasing the button, move the directional button to the opposite direction you are shooting.

Special Features
IN YOUR OWN HALF: clears the ball.

○ button: Plays a through ball

Pressing the button will pass the ball to a player running in front of him. While you hold the button, you can move this second player into position. When you release the button, the first player will pass to the second player, who remains in your control.

△ button: High Pass / Cross

A SHORT TAP will play a short high pass.
A LONG PRESS will play a long range high pass.

R1 button: Sprint

Hold down the R1 button to make your player run faster. This tires the player causing him to sprint more slowly and makes ball control more difficult. When the player is no longer in possession of the ball, his fatigue level will gradually improve.

R2 button + directional buttons: Control

Holding down the R2 button keeps the ball under close control. This can be used to bring down a ball in the air, to closely control the ball when dribbling, to dummy a shot, or to drop the ball when you are the keeper (the keeper then comes under player control). A player who is controlling the ball is more difficult to tackle.

R2 + ▢ button: Fake shot

R2 + ○ button: Low Kick

AIM low in a straight line in the direction the directional button is pressed.
A SHORT TAP will play a short low pass in front of you.
A LONG PRESS will play a long range low pass in the direction you are facing.

R2 + △ button: Chip Shot

CHIP the ball in the direction the directional button is pressed.

BASIC IN-GAME CONTROLS - WITHOUT BALL

⊗ button: Stand Up Tackle in ball direction

Pressing the ⊗ button will make your player attempt to gain possession of the ball from your opponent's player using a stand-up tackle, and then pass the ball. Use this tackle to avoid fouls.

▢ button: Slide Tackle in ball direction

Pressing the ▢ button will make your player attempt to gain possession of the ball from your opponent's player using a sliding tackle. This tackle is very useful when you run side by side to your opponent. When you are close to him, use the directional button to target the ball.

○ button: Stand Up Tackle in player view

Pressing the ○ button will make your player attempt to gain possession of the ball from your opponent's player using a stand-up tackle in the direction the player is looking.

△ button: Slide Tackle in running direction

Pressing the △ button will make your player attempt to gain possession of the ball from your opponent's player using a sliding tackle in the direction your player is running.

R1 button: Sprint

Hold down the R1 button to make your player run faster.

R2 button: Closest player run to the ball

When your opponent has the ball, press the R2 button (without using the directional buttons) to order the closest player to your opponent to pressure him.

L1 button: Switch Player

Pressing the L1 button changes the player you are in control of.

L2 button: Goalkeeper rush out

Press and hold the L2 button to rush out your goalkeeper. Keep holding to have the goalkeeper chase the ball holder.

✕ button / □ button: Head / Special Shots

Releasing the ✕ button or the □ button as the ball comes down will make the player under control attempt the most appropriate move to complete the action. This is context sensitive, but basically the player will attempt to perform that move as soon as possible after the button is released. Releasing the button too early or late may result in the player failing to connect with the ball.

SET PIECES

CORNER KICK

The arrow indicates the direction the ball will be kicked in.

Directional buttons	Choose a direction
□ button + Directional buttons	Apply swerve
△ button / ○ button	Higher / Lower kick
□ button	Send the ball in a specific area
✕ button	Pass the ball to a specific player
L1 button	Select a player to receive the ball

The longer you hold down for, the more power will be put into the kick. When the button is released the ball will be struck.

FREE KICK

Free kicks work in the same way as corners.

Defending position

Directional buttons	Move the wall
L2 button / R2 button	Add / Remove players to the wall

Attacking position

Directional buttons	Choose a direction
□ button + directional buttons	Apply swerve
△ button / ○ button	Higher / Lower kick
□ button	Shoot
✕ button	Pass the ball to a specific player
L1 button	Select a player to receive the ball. Press again to switch player.

THROW-IN

Throws in work in the same way as corners and free kicks.

Directional buttons	Choose a direction
△ button / ○ button	Higher / Lower throw
□ button	Throw the ball in a straight line
✕ button	Pass the ball to a specific player
L1 button	Select a player to receive the ball. Press again to switch player.

PENALTY

Striker position

Directional buttons	Choose a direction to shoot
□ button / ✕ button	Shoot

The direction can be changed right up until the point the ball is struck. The longer the button is held before release, the harder the shot. The longer the button is held before release, the lower the accuracy.

Goalkeeper position

Directional buttons	Choose a direction to dive
□ button / ✕ button	Make the goalie dive

COMPETITIONS

Striker Pro 2000 offers you three different kinds of competitions, which have their own teams and rules.

CLUB COMPETITIONS ORIENTED:

⚽ Super Trophy

This competition is a European league competition with all the most famous clubs in Europe. Choose your team between more than 40 Club squads. The first stage of the Super Trophy is made up of 32 Teams. Up to 8 players may take part. Round 1 consists of four leagues of 8 teams. Every team plays every other team twice, with the top two teams from each league going through to Round 2. Round 2 consists of 2 leagues of 4 teams. Every team plays every other team twice, with the top two teams going through to the final. In the event of a tie in the final, the match is decided with extra time and then penalties.

NATIONAL TEAM COMPETITIONS ORIENTED

These competitions will not be available at the beginning (as the European & International Teams). To win the right to have access to these competitions, go to the Certification mode and get some certificates.

⚽ National Team Championship Qualifiers

This selection allows you to play the qualifying round for the National Team Finals. This Mode will be available if you have reached 3 out of 10 in each test of the Certification Mode. It contains 49 teams in total. You may choose to play as any of these teams. The teams are split into 9 groups, with each group containing either 5 or 6 teams. These groups are predefined and you cannot change them. Each team plays one home and one away match against all the other group members. The top team from each group goes straight through to the finals. In the event of a tie, the winner is calculated using goal difference, then goals scored, then goals conceded by the tied team. The best second-place team from all the groups also goes through to the final automatically. The remaining eight second-place teams enter a single knockout round, with four teams then going through to the final. If you qualify for the finals, you will proceed directly to the National Team Finals game.

⚽ National Team Championship Finals

If you have played the National Team Qualifiers and have succeeded, you will have access automatically to this mode after the end of the qualifying mode. This Mode will be available if you have reached 3 out of 10 in each test of the Certification Mode. Otherwise you can choose your team from 51 National Teams. The finals are made up of 16 teams. The competition starts as a group system, with the teams being split into four groups of four. Each team plays each member of its group once. The top two teams from each group go through to a straight Knockout competition. In the event of a tie, the winners are calculated on goal difference, then goals for, and then goals against the teams tied. If a winner is still not calculable, the draw is resolved with the toss of a coin.

The Knockout competition is a straight Quarterfinals, Semi-finals and Finals system. In the event of a drawn match, the game continues to extra time. If the game is still drawn it goes to a penalty shootout until there is a winner.

⚽ Territories Cup

The Territories Cup allows the player to take part in a cup based on major world Territories. The player has to complete each territory to enable the next territory. This Mode will be available if you have reached 5 out of 10 in each test of the Certification Mode. The cup is a standard league based cup, with the player having to finish tops in the league to win the cup in each territory. In the event of two teams finishing first in the league, the winner will be decided on goal difference, then goals scored for, and then goals scored against the teams tied. If a winner can still not be decided, then the winner will be selected by the toss of a coin. Each team plays every other team twice (home and away).

⚽ Bonus Competition

If you have reached 8 out of 10 in each test of the Certification Mode, you will have access to a special competition.

GENERIC COMPETITIONS

This mode contains short competitions, specially designed for multiusers. You can decide to play a complete League or a straight Knockout tournament.

⚽ League

The League Mode is a championship-style competition. You can play with up to eight human or CPU teams. The rules are standard, with 3 points being awarded for a win, 1 for a draw, and none for a loss. In the event of the league being tied, the winner is decided firstly by goal difference, then by goals scored, then by goals conceded by the teams tied. If a decision is still not possible, the winner is decided on the toss of a coin.

⚽ Knockout

The Knockout game is a Cup-like competition. Up to eight human teams may take part in the competition with the whole knockout being made up of 4, 8, or 16 teams. Players may select from any of the club teams or international teams available to them at that stage. Golden goal and penalties, extra time and penalties or golden goal decides drawn matches.

CLASSIC MATCH

You will have the chance to replay historical matches and maybe rewrite history. 4 International & 4 Club matches are available but at the outset only the first four matches can be accessed. The others are unlocked as you progress through the classic match scenarios. In this mode, you cannot select which team you play, this is predefined.

TRAINING AND CERTIFICATION

The training mode is designed to allow you to practice and improve your soccer skills. As well as set practice sessions aimed at particular skills you can also take the tests for the UEFA Player, Trainer and Coach Certificates to have access to special teams and competitions.

PRACTICE MODE

When you select Practice mode you are first taken to the Camera screen, where you can set up the cameras for the practice session.

⚽ Camera Mode

Choose the orientation of the camera.

⚽ Camera Distance

Sets the distance of the camera from the pitch.

After loading, you are presented with the Training Game menu. This offers five training sessions aimed at teaching you specific skills. At the start of each skill session you will be given some instructions in the text box (scroll down the text with the directional button).

Each session will give you several different examples of the skill being taught. When you are confident that you have learned the skill, you can exit that session by pressing the START button and choosing another session.

The skill sessions available are:

- ⚽ Shooting at Goal
- ⚽ Passing the Ball
- ⚽ Crossing and Heading
- ⚽ Setpieces
- ⚽ Penalties

CERTIFICATE AWARD

Once you have practiced the various skills you will wish to take the UEFA Certificate test.

This mode allows you to master the control method and to unlock new teams and competitions.

Before you take the test you can adjust the camera distance in the same way as for the Practice mode. This screen also shows your current scores in the individual parts of the certificate test.

After loading you are presented with the Certificate Test menu. This offers the six sections of the test. At the start of each test you are given some instructions in the text box. You will also be given an overhead diagram showing the start position of you and your team mates (yellow circles), the start position of the ball (white circle) and the start position of the keeper and any defenders (red circles). This diagram will also show the red and yellow markers that indicate areas of the pitch that you must not enter. There will be 10 stages to each skill test. The current stage and your score are indicated in the bar at the top left corner. The six sections that make up the certificate tests are:

- Shooting
- Passing
- Defending
- Penalties
- Set pieces
- Freeplay

If you are strong enough, you will be able to have access to extra teams and competitions.

GAME EDITOR

The GAME EDITOR allows you to create your own personalized teams, and also to edit the international and club teams, and the names of the competitions. Move the directional button to highlight an option then press the ⊗ button.

To choose a custom team

Highlight the team number, then press the ✕ button

To change the name of each custom team

1 - Highlight the name, then press the ✕ button

2 - Select the letters in the keyboard screen by pressing the ✕ button.

3 - When finished, press the START button and the ✕ button to end.

To cycle through the 4 different designs of Shirts, Sleeves, Shorts and Socks

Highlight the number, then press the ✕ button.

To change the colors

Highlight the boxes. Then press the ✕ button.

To edit the individual players

Highlight the player icon in the bottom right corner, then press the ✕ button.

EDIT CUSTOM TEAMS

This screen allows you to create up to 8 of your own teams. You can name them and design the kit for the goalkeeper and the players.

EDIT PLAYER

On this screen you can edit the name, facial features and boot color of individual players in your custom teams.

EDIT INTERNATIONAL TEAMS

To choose an International Team

1 - Highlight the team number. Then press the ✕ button.

2 - Cycle through the 73 international teams to select the team

To change the player's name

Highlight the player's name. Then press the ✕ button.

In each case you are then taken to the keyboard screen.

EDIT CLUB NAMES

This works in exactly the same way as the International Team editor.

EDIT COMPETITION NAMES

Highlight the competition you wish to rename and press the ✕ button. You are then taken to the keyboard screen.

SAVING AND LOADING

SAVING

Wherever a Memory Card symbol appears, you are allowed to save your progress. Highlight the Memory Card symbol using the directional buttons. Press the ⊗ button. Highlight the slot you wish to save to or overwrite. Press the ⊗ button to save to this slot.

LOAD COMPETITION

From the MAIN MENU when highlighting LOAD COMPETITION, press the ⊗ button. Select the competition you have previously saved and choose a saved game by pressing the ⊗ button.

LOAD FRIENDLY

From the MAIN MENU when highlighting "LOAD FRIENDLY", press the ⊗ button. This allows you to quickly jump into a friendly game without having to configure your options. Use the directional buttons to select the friendly preset.

structure (games and options) you have previously setup in the Friendly mode.

OPTIONS

GAME EDITOR

(see Game Editor section)

GAME DIFFICULTY

When highlighted, use the left and right directional buttons to change the settings.

Game Speed
This changes the speed at which the match will be played.

Game Pressure
This affects how quickly the CPU team will attempt to gain possession of the ball.

AUDIO

When highlighted, use the left and right directional buttons to change the settings.

- Master Volume
- Music Volume
- Commentary Volume
- Sfx Volume
- Sound Mode - Use the ⊗ button to choose Mono or Stereo

CONTROLLERS

Allows up to 8 different players to choose one of four different controller configurations.

SCREEN POSITION

Allows you to reposition the screen to suit your TV.

RESET OPTIONS

Allows you to restore the default settings.

PREVIOUS

Takes you back to the previous menu screen.

HINTS & TIPS

SPOT THE BALL

The matchloading screen is an action picture of a soccer match with the ball erased. The challenge is to figure out where the ball is. Move the cursor with the directional button and press the ⊗ button to make your selection. If you are correct you will get the next symbol in the secret code.